

Multi-Player COMBAT
With TROPICAL PUNCH

DODGA BOOGA



Coming Soon!



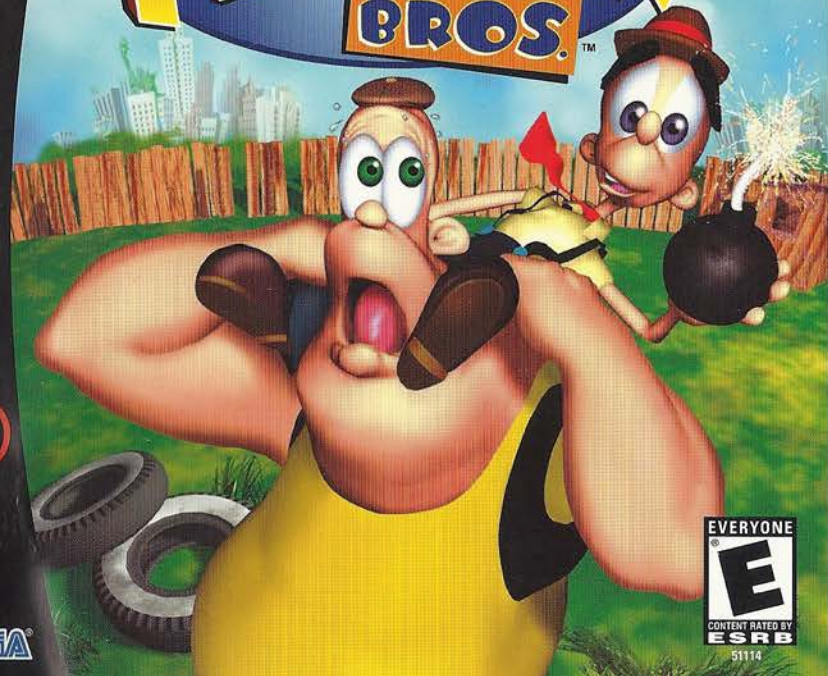
Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo and Doda Booga are either registered trademarks or trademarks of Sega Corporation. © SEGA CORPORATION, 2001. All Rights Reserved. www.sega.com

Dreamcast™



FLOIGAN BROS.™

episode 1



51114

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in any thing other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



CONTENTS

Meet Hoigle	2	The Junkyard	14
Meet Moigle	3	Going Online	15
The Mice	4	Dizzy Pads	17
Inserting the Disc	5	Crates	18
Controls	6	Playing Games with Moigle	19
Button Assignment	6	High Five	19
Speak Menu	7	How to Use Points	22
Pointing at Things	8	Teaching Moigle	20
Action Buttons	10	Pause Menu	22
The Blue Button	11	Credits	23
Main Menu	13	Warranty	25
The Kitchen	14		

MEET HOIGLE



"Hey there, what's tootin? My name's Hoigle, and my brother Moigle and I run this family junkyard. Moigle's got this crazy contraption he's building in the garage, but it appears he's short a couple of pieces. The missing components are somewhere in the junkyard and I've got to help him find them. And he's going to have to help me a lot! Moigle's bigger, stronger and faster than I am, so if we're going to succeed, I'll have to get Moigle to do the right things. I can't do it all on my own.

Speaking of work, I shouldn't have to tell you that we've got our work cut out for us. From that evil Baron Malodorous and his Commando kittens to the strange things scattered throughout the junkyard, Moigle and I will be keeping ourselves VERY busy. Never mind the fact that Moigle can get pretty darn emotional!

Keeping an eye on his emotions is pretty easy though. You might think that when he's just standing around or playing with his yo-yo that he's just passing time, and partially you're right. But if you watch what Moigle's doing, you can pick up on how happy/angry/sad/afraid the big lug is. Yep, things are never boring around Moigle, that's for sure."

In Floigan Brothers', you take the role of Hoigle Floigan. To get most of the objectives accomplished during the game, you'll need the help of your brother Moigle. Play games with him, point stuff out to him, and teach him new skills - all to get him to do what you want. But sometimes, you may have to do something Moigle wants before he'll do something for you.

MEET MOIGLE



"Hi, my name is Moigle. My brother Hoigle is the best. But I have to watch out for him. He's always asking me to do stuff for him. He says that I know everything, so I guess that's why I'm the genius. I'm building a top secret project and the pieces I need for it are scattered across our junkyard. Now, if Hoigle can just help me find where I put them..."

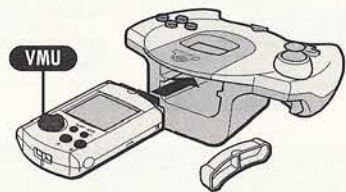
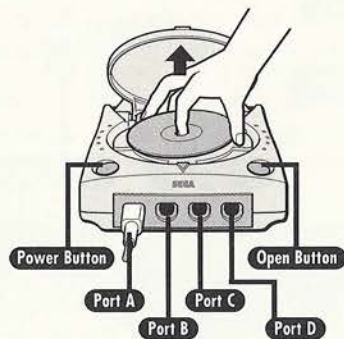
THE MICE



There are three little mice that call the Junkyard their home. From time to time you will see them holding up signs with hints. The mice will give you a clue how to get the next piece of Moigle's machine. To get even more help, Hoigle can try to catch one of the mice. Run in the direction of the mice and press the Red **A** button to dive at them. If you're close enough you'll catch one of them and he'll give you a more detailed clue!

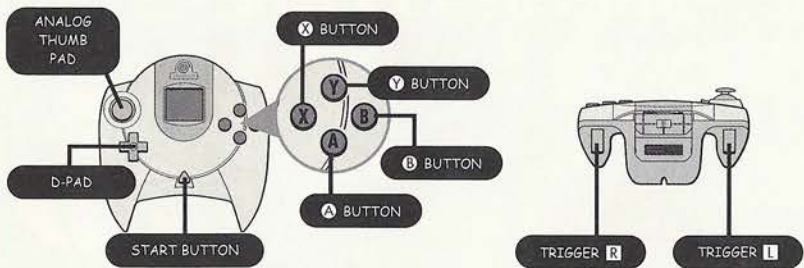
INSERTING THE DISK

Floigan Brothers is a one player game. Before turning the Dreamcast Power ON, connect the controller or other peripheral equipment into the control port of the Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the **A**, **B**, **X**, **Y**, and **START** buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.



CONTROLS

Use the Analog Stick to move Hoigle around the map. You can interact with almost everything in the junkyard and the kitchen, so be sure to walk around and see everything!



- Analog Move Hoigle,
- Select Menu Items
- D-Pad Camera Options
- A Enter/Action
- B Cancel/call for Moigle
- Y Speak Menu
- X Point/Use item in your possession

SPEAK MENU

Use the Green **Y** button to bring up the "Speak" Menu. Use the Analog Stick to highlight one of the following options. Press **A** to accept the menu choice or press **B** to cancel.

- HUG** CHOOSE 'HUG' TO MAKE HOIGLE HAPPIER.
- INSULT** INSULT MOIGLE TO MAKE HIM SAD.
- PLAY?** ASK MOIGLE IF HE WANTS TO PLAY A GAME. SEE PAGE 19 FOR A FULL DESCRIPTION.
- YES!** ANSWER "YES" TO A QUESTION MOIGLE ASKS.
- TEACH** USE THIS COMMAND TO TEACH MOIGLE HOW TO DO SOMETHING. YOU'LL NEED TO USE POINTS TO DO THIS, SEE PAGE 21 FOR AN EXPLANATION ON HOW TO USE POINTS.
- NO!** ANSWER 'NO' TO A QUESTION MOIGLE ASKS.
- SCORES** VIEW POINT STANDINGS, PARTS RETRIEVED, AREAS EXPLORED.

HINT



You can change the way you view the world with the press of a couple of buttons. Press the D-Pad UP + **Y** to see what Moigle is up to. Press D-Pad Up + **A** to see the world through Hoigle's eyes. And don't forget that you can rotate the camera around Hoigle by pressing the left and right triggers.



"All right, let's see . . . what's next on the A-Gen-Da? Angering Moigle? Okay.

If you want to make Moigle mad, you've got a couple of ways you can do it. The first way is to knock him around with a few punches. Be careful though, the big galoot will pound you into the size of a baseball and send you flying if he gets his hands on you.

But keep in mind that Moigle's my brother, and I'm not going to want to make him mad all the time (how else am I going to get him to do the things I want?). This means that I'll have to play with him from time to time, give him some of my points, or—all in the name of brotherly love—give him a hug!"

Press the Yellow **X** button to Point at things.

Hoigle can point at things to make Moigle interested in them. If there isn't anything there, Moigle will move to that spot. After pressing the Yellow **X** button, use the joystick to move the yellow arrow around, then press **A** to get Moigle's attention. Press **B** to cancel.

The **X** button is also a "Use" button for any item that has a use while Hoigle is holding it. For example, press **X** to make Hoigle wear a mask.



Press the Red **A** button for Hoigle to perform an action.

- PUNCH/DIVE** ... HOIGLE WILL PUNCH IF HE IS STANDING STILL AND DIVE WHEN HE IS RUNNING.
- POKE** ... HOIGLE WILL POKE MOIGLE WHEN THEY PLAY TAG.
- GRAB/DROP** ... HOIGLE CAN PICK UP ITEMS, DROP THEM, OR THROW THEM IF HE IS RUNNING.
- CLIMB** ... HOIGLE CAN CLIMB LADDERS. PRESS **A** TO GET ON THE LADDER, THEN MOVE HIM UP OR DOWN WITH THE ANALOG STICK.
- JUMP** ... IF YOU CAN GET MOIGLE DIZZY WHILE HE'S STANDING ON A DIZZY PAD, HE WILL EVENTUALLY FALL DOWN ONTO HIS BACK. HOIGLE CAN THEN JUMP ONTO HIS BELLY AND BOUNCE ON IT LIKE A TRAMPOLINE.
- OPEN** ... HOIGLE CAN OPEN THINGS! MOVE HOIGLE TO AN OBJECT, LIKE A DOOR OR MAILBOX, AND PRESS **A** TO OPEN IT.



"Darn it all! That Hoigle sure can make me mad! Sometimes he just walks up to me and punches me for no good reason! I usually give the little pip-squeak a warning, but sometimes he doesn't realize how far he's pushing me! He should know not to toy with my feelings!"

Either he's punchin' me to make me mad or insulting me to make me cry. I tell ya, if he didn't give me apples and candy now and then, I'd—POW-BANG-BOOM—let him have it."



! OR !! ... CALL OR WHISTLE FOR MOIGLE.

OFFER ... IF HOIGLE IS CARRYING SOMETHING, PRESS THE **B** BUTTON TO OFFER MOIGLE THAT ITEM.

HINT



The Junkyard is a big place, but there are signs that will point you in the right direction. The sign posted next to a gate will tell you which lever opens it. You'll just have to find the lever.

There are also some pipes in the junkyard. Who knows where they might lead...



MAIN MENU

From the main menu, you can select from one of five options. "Cookies !!" will whisk you off to a very entertaining training session in the Floigan Kitchen (see page 14). "Moigle's Secret" allows you to begin the main adventure in the game once you've completed the kitchen. "Restore Game" will only appear if a saved game exists on your current VMU-- choose this option to continue your adventure. "Go Online" will allow you to begin an online session where you can chat with other Floigan Brothers players and trade Moigles (see page 15). Choose "Options" if you would like to configure the various elements of the game.



THE KITCHEN

The Kitchen is where you will learn how Hoigle and Moigle interact. Moigle wants to bake a giant chocolate chip cookie and it's up to you to help him figure it out. Listen to what he's asking for and it should be a piece of cookie, I mean cake! The Kitchen is highly recommended for those new to the Floigan Experience. If you don't have any save game files on your VMU, you will want to play through the Kitchen to learn the ropes before you move on to the junkyard.

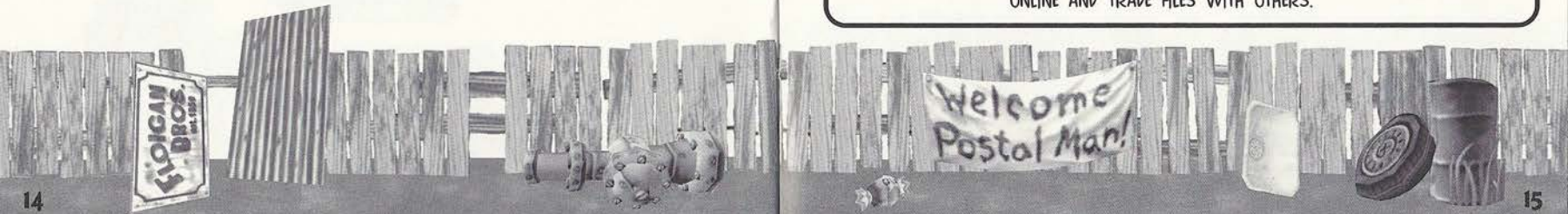


“The Junkyard is where we run our business. And today the first order of business is helping Moigle build his big surprise. The seven missing parts are scattered around the junkyard somewhere. Keep an eye out for the missing pieces, and watch for Moigle's little mouse friends—they'll hold up signs to give you hints about where to go and what to do next.”

GOING ONLINE

Floigan Brothers allows you to interact with other players across the Internet with the built in Online capabilities of your Sega Dreamcast. While online, you can chose from the following options:

- CHAT** THIS IS WHERE YOU GO TO CHAT WITH OTHER PLAYERS ABOUT FLOIGAN BROTHERS. SHARE HINTS AND TIPS WITH YOUR FELLOW PLAYERS WITH THE CHAT OPTION.
- UNLOCK MONTHLY FEATURES** THERE ARE TWELVE TIME-RELEASE ADD-ONS TO FLOIGAN BROTHERS™ CALLED FLOIGAN MONTHLY DOWNLOADS OR FUN MOIGLE THINGS (FMTs). GET THEM ONLINE AND SEE HOW THEY AFFECT THE GAME.
- TRADE** IF YOU'VE MISSED A FMT, YOU CAN STILL SEE WHAT HAPPENED. GO ONLINE AND TRADE FOR IT WITH SOMEONE ELSE.
- TRADE** REMEMBER, EVERY MOIGLE IS DIFFERENT. DIFFERENT PLAYERS WILL ULTIMATELY TEACH MOIGLE DIFFERENT SKILLS AND GAMES. WANT TO PLAY A NEW GAME WITH A DIFFERENT MOIGLE? THEN GO ONLINE AND TRADE FILES WITH OTHERS.



HINT



To use Floigan Brothers online, your Dreamcast must be configured with valid ISP (Internet Service Provider) account information. If your Dreamcast does not contain any ISP information, just select "Go Online" at the main menu and fill out the necessary fields. Floigan Brothers makes it easy to jump online!



HINT



Offer bombs to Moigle (he can throw much further). And don't get overly stressed--a bomb will never explode once it's in Moigle's hands.



USING DIZZY PADS

Dizzy Pads can be very useful. For instance, when in the kitchen--to get the chocolate, Hoigle should get Moigle to stand on the Dizzy Pad. Then Hoigle should run 'round and around Moigle. If Hoigle runs around fast enough, Moigle will get dizzy and faint. And then Hoigle can bounce on his belly like a trampoline to jump up to high places.



HINT

When jumping on Moigle's belly, keep pressing the **A** Button each time you land on Moigle to make Hoigle jump even higher!



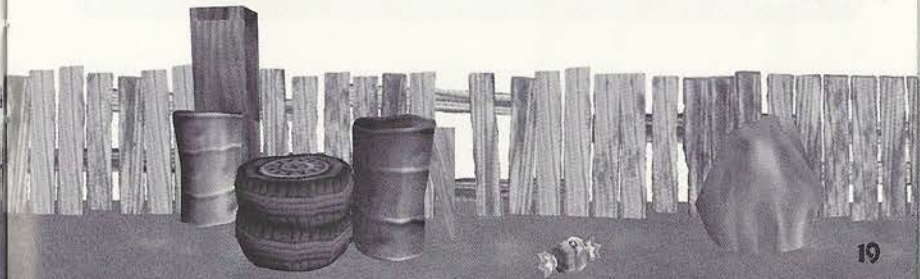
WHEN YOU SEE A CRATE, YOU NEED TO GET MOIGLE IN THE RIGHT MOOD.
WHEN MOIGLE IS IN THE RIGHT MOOD, THE CRATE WILL OPEN UP TO SHOW A PAD.
MOVE HOIGLE ONTO THE PAD, AND WATCH AS MOIGLE DOES SOMETHING COOL!

PLAYING GAMES WITH MOIGLE

A happy Moigle will do just about anything for his brother Hoigle. But a sad or bored Moigle will be more likely to stand around. So how can you make Moigle happy? Play a game with him of course! Bring up the Speak Menu by pressing the Green **Y** Button and select "Play?". You can then select from a variety of different games. At first you can only play High Five, but as you earn more points, you'll be able to teach Moigle all sorts of things (and some of those are more games).

CRATES

As you adventure around the junkyard, you will notice that there are four different kinds of crates. They are red, blue, green, and yellow. Each box will react to a specific mood that Moigle is in. Red boxes open up when Moigle is **ANGRY**. Blue boxes open up when Moigle is **SAD**. Green boxes open up when Moigle is **VERY, VERY HAPPY!** And Yellow boxes open when Moigle is **AFRAID**.



PLAYING HIGH FIVE

Playing High Five with Moigle is fairly straightforward - watch where Moigle puts his hands and follow his lead. Press up, down, right or left depending on where Moigle's hands are, and then press the Red **A** button if he wants you to give him five (one hand) or the Blue **B** button to give him ten (two hands). Try your best to win, but remember—if you miss three times, the mini-game is over!



HINT



When you win a game with Moigle, you earn points. The more points you have, the easier it is to bribe Moigle into doing something you want.

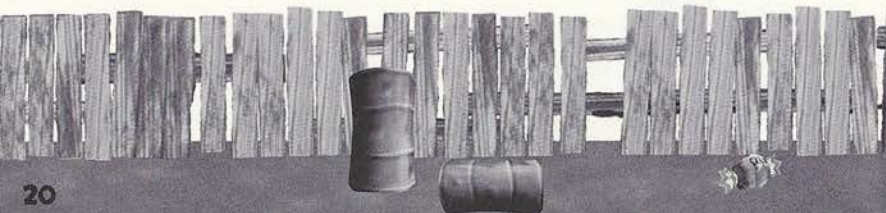
“There're all kinds of games Moigle will play with me. Sometimes I have to cheat to win, but hey, the job's gotta get done. Points are important. I need lots of them in order to teach Moigle new things, and they don't come easy. Moigle will give me some of his if I help him find the parts he needs or if I do nice things for him.”



TEACHING MOIGLE

You'll also be able to go to the Speak → Teach menu where you can teach Moigle to do new things. From this menu you can teach Moigle to play new games like Tag and Hide and Seek.

You can also teach him to do nifty things like lifting you up to high places—just remember: you'll need to feed Moigle apples to put him in the right “learning” mood.



But you'll need points to teach Moigle tricks, so you better play lots of games with him and help him find his missing machine parts.



THE PAUSE MENU

The Pause Menu gives you four choices: Continue, Save, Restore and Exit.

CONTINUE GO BACK TO THE GAME WHERE YOU LEFT OFF.

SAVE SAVE YOUR CURRENT PROGRESS (THIS OPTION IS ONLY AVAILABLE IF YOU HAVE A VMU).

RESTORE START OVER FROM THE LAST SAVE POINT.

EXIT GO BACK TO THE MAIN TITLE SCREEN/START A NEW GAME.

VC CREDITS

Floigan Engineers:
Nick Jones
Tim Meekins
Nick Verne
John Elliot

Floigan Character
Animators:
Dan Lavender
John Neary

Background Artists:
Frank Robbins
Joyce Rietveld
Steve Paris

GUI Artist:
Steve Paris

Music Composer and
Audio Director:
Brian Luzietti

SFX Design:
Larry Peacock

Dialog Editing:
J. Mateo Baker

Voice Casting and
Direction:
Andrea Romano

Voice Actors:
Frank Welker as
Moigle Floigan
Jason Marsden as
Hoigle Floigan
Victor Raider-
Wexler as Baron
Malodorous
Andrea Romano as
the Cute Kitten

Comedy Writers:
Bill Allard & Merle
Kessler of Duck's
Breath Mystery
Theatre.
Game Designers:
Andy Ashcraft
Hirokazu Yasuhara

Project Manager:
Andy Ashcraft

Exec. Producers:
Greg Thomas
Scott Patterson

VC Tools Engineer:
Joshua Lee

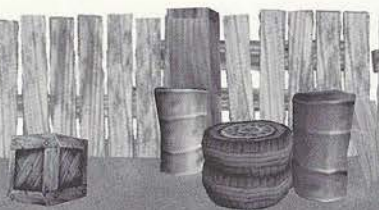
VC Library
Engineers:
Chuck Batson
Ivar Olsen

VC Server Engineer
Mark Roberts

Special Thanks
Jenn Baker
Wayne Herman
Richard Yee
Alvin Cardona
Michael Biancalana
Carl Grande
Theo Eldridge

Jess Sterzl
Andrew Leker
The Ooga Booga
Team
Leandro Penaloza
David Lee

A toast to those
who have gone:
Dave Blanchette
Alex Lopez
Brian Hughes
Tom Zehner
Ronald Piekert-
Weeserik
Alice Crysedale
Louis Franco
Audrey Seymour
Patrick Moran
Lenny Lee
Eric Browning
Brian Silva
Mark Anderson



Instruction Manual:
Keith M. Kolmos

SEGA CREDITS

Product Manager:
Rob Alvarez

Associate Product Manager:
Cord Smith

Director of Marketing:
John Golden

Public Relations:
Teri Higgins
Gwen Marker

Manual Designer:
Miles Steuding

Director of Creative
Services:
Robert Schonfisch

CS Project Coordinator:
Arianne Pitts

Lead Tester:
Robert Reich

Assistant Lead Testers:
Berjes Enriquez
Kari Hattner
Neil Sorens

Testers:
Daniel Airey
Joseph Amper
Robert Anthony
Marvin Blanton
Dwight Clancy
Shawn Dobbins

Antonio Eco
Brent Fillmore
Tom Fong
Steve Gonzalez
Jeffrey Gullett
Tristan Haggerty
Michael Jao
Paul Jarolimek-Proner
Shaheed Khan
Walter Kim
Chester Lee
Art Liboon

Michael Madfes
Ray Murakawa
Steve Peck
Pedro Ponce
Francisco Rivera
Ron Rodriguez
Xavier Rodriguez
Jordan Romaidis
Mike Schmidt
David Talag
Roman Tobe
Alex Vaughan
Jose Venegas
Catherine Yu

Special Thanks:
Peter Moore
Chris Gilbert
Charles Bellfield
Joe Culley
Osamu Shibamiya
Mike Rhinehart
Sirr Less

***THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN SEGA DREAMCAST SOFTWARE MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!**

Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Dreamcast GD-ROM shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective GD-ROM or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at web site (http://www.sega.com/customer_service), e-mail (support@sega.com), or 800 number (1-800-USA-SEGA). Instructions en français, téléphoner au (1-800-872-7342).

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, Floigan Bros. and FloiganBrothers are either registered trademarks or trademarks of Sega Corporation. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©SEGA CORPORATION, 2001. Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. www.sega.com. Programmed in Japan. Made and printed in the USA. Product covered under one or more of the following: U.S. Patents No's: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; 6,102,800 Re. 35,839; Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276.